1:McIlwraith E-5 (1922-1924) 1948
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called out to him, and then remembered no more. It was obvious that she had seen a ghost.

It is over diseases caused by ghosts that a shaman from the dead has power. If a person picks up and eats any morsels which he has dropped he will usually suffer, because, though he thinks the crumbs have fallen, they have really been pulled from his hands by a hungry ghost, who thus showed his desire for food. By picking up and eating the fragments, the man thwarts a dead person who retaliates by forcing some sickness into him. Ghosts may visit this land of the living and ask their relatives for food or clothing, but mortals, unable to hear the speech of the dead, are unaware of the requests of their deceased relatives, and so do not answer them. The irritated ghosts respond by causing sickness. In such cases a shaman from the dead is able to seek out the cause of the ill, and sometimes to display it as a bone, twig, or other small object and at the same time to tell the sufferer what it was that his relatives desired. Like ordinary shamans, a shaman from the dead uses his own discretion whether or not to employ the violent beating of sticks, and like his fellow-practitioner receives payment from those whom he has helped. There are no fixed charges, but a successful shaman is always wealthy.

The intimate contact of ghosts with shamans has already been mentioned in connection with the ability of the latter to learn from the ghost of a murdered person whom he believes to be his slayer.

There is one method of sacrificial curing practised by shamans from the dead alone. If the sickness refuses to yield to ordinary methods, the practitioner makes ten cedar-bark vessels, fills these with grease and places them near the fire, one between it and the door, one on the inner side, and four on either side of it, parallel to the side walls of the house. By each vessel are placed two small wooden figures, roughly carved to represent men, and decorated with dyed and undyed cedar-bark. After endeavouring to suck forth the disease, with or without the assistance of the frenzied beating of sticks, the